Innovative Projects

Winter 2019

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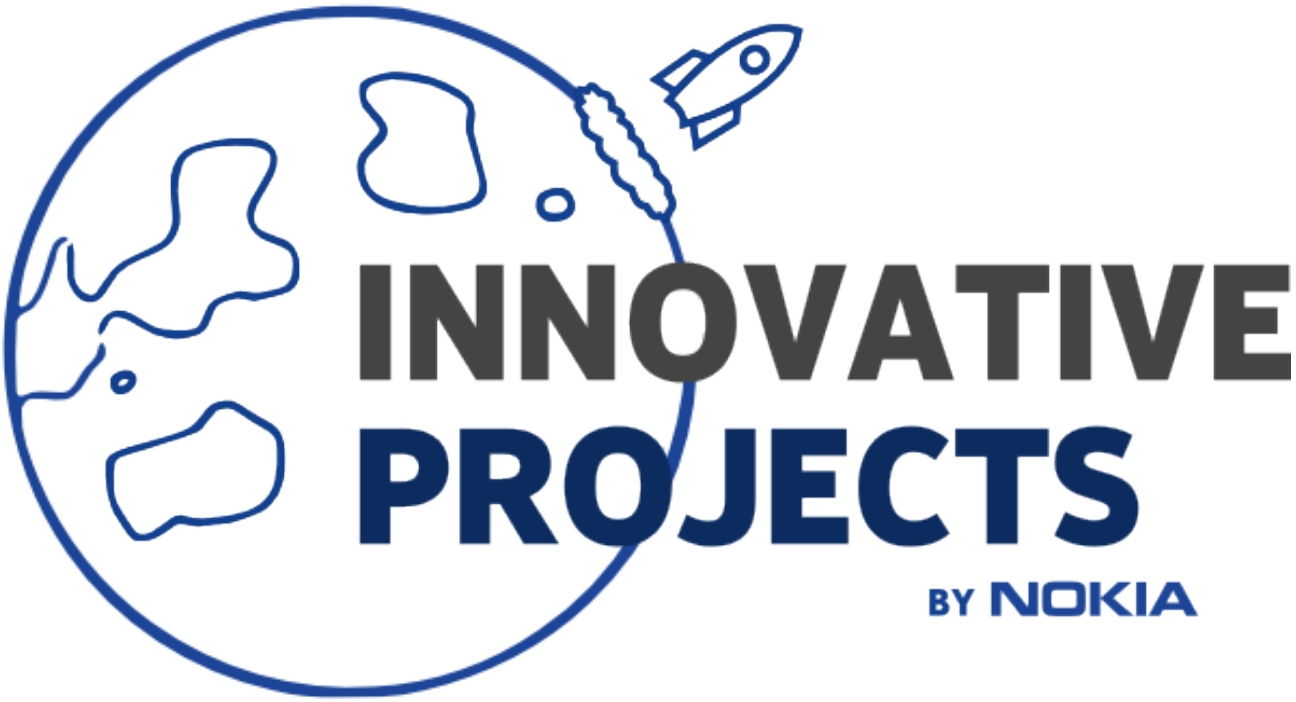

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#1	eFEmetrics - timers and logging for frontend apps
Project goals	Solution for metrics and events reporting from any web application
Scope definition	Scope: • Backend to validate and accept the metrics and log messages • Database for storing them • Application of available Open Source applications to view those • Set of simple libraries to integrate any existing frontend application with created system (React, Angular, Vue)
Requirements	• Some high performance asynchronous web framework • Some time series database • Some logs-collection specialized database • Devops with docker
Author	Mateusz Wroński, Michał Polański
Team size	3-4

#2	Instant live polls
Project goals	Solution to gather ad-hoc feedback to any question from live audience
Scope definition	Scope: • Responsive, minimalistic web application to create poll rooms, ideally active even when browser in mobile phone is minimized (with notifications of new polls) • Easy to join rooms via QR Code or short links • Effortless creation of poll questions from predefined set of types (yes/no), (yes/no/maybe) etc, but also multi-select with custom options • Anonymous answers, but only one answer from one terminal allowed • Live view of incoming answers and poll question results
Requirements	• Full-stack web app in any frontend and backend framework of your choice • Containerization for effectiveness of build and deployment
Author	Mateusz Wroński
Team size	3-4

#3	Sudoku Battle Royale
Project goals	Application that allows multiple players to compete against each other in solving traditional Sudoku boards. Application can be either web or mobile (or both) depending on technologies chosen. Project targeted towards students interested mainly in web development.
Scope definition	Scope: • Automatic matchmaking between players • Automatic generation/solving of boards • Live gameplay updates and interactions between all players • Recording score and statistics of games
Requirements	• React + React Native for mobile support • Any backend language (for example NodeJS, Python, Go)
Author	Wojciech Adamek
Team size	3-5

#4	togEATher
Project goals	Application that allows strangers that live close-by to order food together from the same restaurant to save money on deliveries costs. Project should be realized as a web application. Targeted towards students interested in web development.
Scope definition	Scope: • User authorization (custom or for example oAuth integration with Google and Facebook) • Creation of a "lobby" by one user who sets from which restaurant he would like to order from and when • Allow other users to join a lobby of their choice and choose what they would like to order • Users should be able to donate money to their account funds which then is used to pay for orders • When the time of order approaches, the delivery cost should be split among participants, the funds taken from their account and the order placed automatically • Tracking status of deliveries
Requirements	• Frontend: React or any other JS framework • Any backend language (for example NodeJS, Python, Go)
Author	Wojciech Adamek
Team size	4-5

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#5	3S (Security Scan Scheduler)
Project goals	The application allowing to plan security scans of selected tools (according to planned schedule) and sending the reports to adequate mailbox.
Scope definition	Scope: • As scanning engine - Anchore Engine (providing information about current updates and possibility to update to the latest version is required) • Support of multiple amount of repositories (configuration etc.) • Possibility to search all repositories according to assumed template eg. searching all pictures of tool XYZ and selecting them to scan • Automatic scan of the latest version of tool
Requirements	• Java Spring, Docker
Author	Krzysztof Zieliński
Team size	2-3